

REMARKS/ARGUMENTS

Claims 1-11, 13-38, 40-54, 57, 59, 60 and 62-72 remain in the application for further prosecution. Claims 1, 28, 57, 59, 60, 64, 66 and 67 have been amended. Claims 68-72 have been added. Claims 12, 39, 55, 56, 58 and 61 have been cancelled.

Claim Rejections - 35 U.S.C. § 102

Claims 1-11, 13-19, 22-38, 40-46, 49-54, 59, 62, 63, 66 and 67 were rejected under 35 U.S.C. § 102 as being anticipated by Glasson (U.S. Patent No. 6,290,600).

The Examiner alleges that Glasson discloses the invention. The Applicant has revised independent claims 1, 28, 57, 59, 60, 64, 66 and 67 to more particularly and distinctly claim the invention. These independent claims have been amended to reflect that there is a symbol interaction between the special symbol and at least one other symbol in the array which is selected from a plurality of possible symbol interactions, and that the selected symbol interaction determines a game outcome from a plurality of possible game outcomes for the array. The selected symbol interaction animates the array to portray the game outcome determined by the selected selected symbol interaction. For the array, any number of possible symbol interactions could take place.

In Glasson, once the symbols in the array have been arranged, the outcome of the game is immediately known. The player knows immediately what path the frog will take and what outcome will occur. As stated in claim 1 of Glasson, “*display the feature symbol at a first position and move the feature symbol from the first position to at least one or more positions on the display associated with any displayed landing symbols*” (column 8, lines 5-8). The outcome in Glasson is determined by the symbol arrangement in the array, not by the action

portrayed through the symbol interaction. The graphic display that follows after the array is stopped in Glasson is purely aesthetic and has no bearing on the game outcome.

In contrast, the game outcome in the present invention is determined by the symbol interaction, not by the symbol arrangement in the array. As generally stated in the independent claims, *“the interplay including a symbol interaction randomly selected from a plurality of possible symbol interactions between the special symbol and at least one other symbol, the selected symbol interaction to determine a game outcome from a plurality of possible game outcomes”* (see claim 1). Unlike Glasson, in the present invention, the interplay for the array has one of a plurality of possible game outcomes as determined by the selected symbol interaction.

All independent claims have been amended to emphasize and distinctly claim that it is the random selection of a symbol interaction that determines the game outcome from a plurality of possible game outcomes for the array. The Applicant maintains that the random selection of a symbol interaction to determine a game outcome is a novel and non-obvious feature over Glasson.

Claim Rejections - 35 U.S.C. § 103

Claims 9, 20, 21, 36, 47, 48 and 65 were rejected under 35 U.S.C. § 103(a) as being unpatentable over Glasson in view of Bally Gaming (Gooaal!).

One basic requirement for a prima facie case of obviousness is that the prior art references must teach or suggest all of the claim limitations. Glasson and Gooaal! do not, however, teach or suggest all of the claim limitations of the claimed invention.

Not All Claim Limitations Taught Or Suggested

The Examiner states that “Glasson discloses the claimed invention as discussed above except for the theme of the game is selected from a group consisting of football, basketball, baseball, golf, hockey, volleyball, soccer, bowling, archery, people, objects, animals, and vehicles . . .” (page 6). The Examiner alleges that it would have been “obvious to modify Glasson to include the theme of the game . . . as taught by Bally Gaming” (page 6). The Applicant respectfully disagrees on the basis that claimed features and limitations are missing from both Glasson and Gooaal!

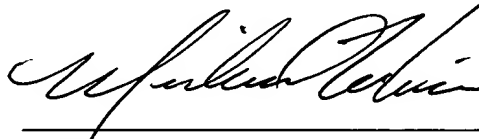
As noted above, Glasson is silent with respect to determining a game outcome based on the random selection of a symbol interaction to portray one of a plurality of possible game outcomes for an array. Similarly, Gooaal! is also silent with respect to randomly selecting a symbol interaction from a plurality of interactions to portray an interplay between symbols in an array that determines a game outcome. The Applicant respectfully submits that determination of a game outcome based on the random selection of a symbol interaction from a plurality of possible symbol interactions for the array is novel and nonobvious, and overcomes the § 103(a) obviousness rejection.

Conclusion

The Applicant believes the claims are in condition for allowance, and action towards that end is earnestly solicited.

If any matters may be resolved or clarified through a telephone interview, the Examiner is respectfully requested to contact the Applicant's undersigned attorney at the number shown.

Respectfully submitted,



Date: May 22, 2003

Michael L. White
Reg. No. 39,421
(773) 961-1267
Attorney for Applicant